

Ser. No. 10/798,531

Amendment A dated March 12, 2007Reply to Office Action dated December 14, 2006**RECEIVED
CENTRAL FAX CENTER****MAR 12 2007****AMENDMENTS TO THE CLAIMS**

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A computer game-product comprising:
 - a map database containing data that represent roads in a geographic locale;
 - a user interface;
 - a game engine program that runs on a computer platform and that presents a computer game to a user via the user interface; and
 - an application programming interface program that runs on the computer platform, accepts requests for data from the game engine program, accesses the data from the map database, and provides the data in a suitable format to the game engine program.
2. (Currently Amended) The computer game-product of Claim 1 further comprising:
 - a 3D function that converts geographic data from the map database to a perspective view for display in the computer game.
3. (Currently Amended) The computer game-product of Claim 1 further comprising:
 - a smoothing function that determines a curve through data points used in the map database to represent linearly extending features, wherein the curve is used for display of the linearly extending feature in the computer game.

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4. (Currently Amended) The computer ~~game-product~~ of Claim 1 further comprising:

an integration function that combines road model data with data that represent roads from the map database to provide a realistic visual appearance of road-related things.

5. (Currently Amended) The computer ~~game-product~~ of ~~Claim 3~~ Claim 4 wherein the road-related things include at least one selected from a group consisting of: road colors, road pavement, lane stripes, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.

6. (Currently Amended) The computer ~~game-product~~ of Claim 1 further comprising:

an integration function that combines 3D model data with data that represent roads from the map database to provide a realistic visual representation of polygon shaped features in the geographic locale~~region~~.

7. (Currently Amended) The computer ~~game-product~~ of Claim 1 further comprising:

an integration function that combines 3D model data with data that represent roads from the map database to provide a realistic visual representation of cityscape and landscape features in the geographic locale~~region~~.

8. (Currently Amended) The computer ~~game-product~~ of Claim 1 further comprising:

an integration function that combines 3D model data with data that represent roads from the map database to provide a realistic visual representation of one of a group consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds in the geographic locale~~region~~.

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9. (Currently Amended) The computer ~~game-product~~ of Claim 1 wherein the application programming interface program provides for spatial queries of data from the map database.

10. (Currently Amended) The computer ~~game-product~~ of Claim 1 further comprising:

a game application shell that includes basic logic, rules, strategy, and characters for a type of computer game, wherein the game application shell is accessed by the game engine program.

11. (Currently Amended) The computer ~~game-product of Claim 9~~ Claim 10 wherein the ~~type of computer game is of a type~~ selected from a group consisting of: a road rally game, a police chase game, a location quiz game, a "bot" fighter game, a flight simulator game, a "first-person-shooter" game, an auto theft game, and an urban development simulator game.

12. (Currently Amended) The computer ~~game-product~~ of Claim 1 wherein the game engine program performs specific tasks and operates on an as-needed basis during game play.

13. (Currently Amended) The computer ~~game-product~~ of Claim 1 wherein the game engine program comprises at least one selected from a group consisting of: audio engines, logic engines, rules engines, animation engines, graphics engines, and user interface engines.

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14. (Currently Amended) A method of operating a computer game that runs on a computer platform comprising:

using an application programming interface program that runs on the computer platform to accept requests for geographic data from a game engine program that presents the computer game to a user.

using the application programming interface program to access data from a map database, and

using the application programming interface program to provide the data in a suitable format to the game engine program.

15. (Currently Amended) The method of ~~Claim 13~~ Claim 14 further comprising:

displaying geographic features represented by the data on a display of the computer platform as part of a game play scenario of the computer game.

16. (Currently Amended) The method of ~~Claim 13~~ Claim 14 further comprising:

converting the geographic data from the map database to a perspective view for display by the computer platform as part of a game play scenario of the computer game.

17. (Currently Amended) The method of ~~Claim 13~~ Claim 14 further comprising:

determining a curve through data points used in the map database to represent linearly extending features, wherein the curve is used for display of at least one of the linearly extending features ~~the linearly extending feature~~ by the computer platform as part of a game play scenario of the computer game.

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18. (Currently Amended) The method of ~~Claim 13~~ Claim 14 further comprising:

combining road model data with data that represent roads from the map database to provide a realistic visual appearance of road-related things by the computer platform as part of a game play scenario of the computer game.

19. (Currently Amended) The method of ~~Claim 17~~ Claim 18 wherein the road-related things include at least one selected from a group consisting of: road colors, road pavement, lane stripes, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.

20. (Currently Amended) The method of ~~Claim 13~~ Claim 14 further comprising:

combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of polygon shaped features in the geographic local~~region~~ by the computer platform as part of a game play scenario of the computer game.

21. (Currently Amended) The method of ~~Claim 13~~ Claim 14 further comprising:

combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of cityscape and landscape features in the geographic local~~region~~ by the computer platform as part of a game play scenario of the computer game.

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22. (Currently Amended) The method of ~~Claim 13~~ Claim 14 further comprising:

combining 3D model data with data that represent roads from the map database to provide a realistic visual representation of one of a group consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds in the geographic locale region by the computer platform as part of a game play scenario of the computer game.

23. (Currently Amended) The method of ~~Claim 13~~ Claim 14 wherein the application programming interface program provides for spatial queries of data from the map database.

24. (Currently Amended) The method of ~~Claim 13~~ Claim 14 further comprising:

using the game engine program to access a game application shell that includes basic logic, rules, strategy, and characters for a type of computer game, wherein the game application shell.

25. (Currently Amended) The method of ~~Claim 23~~ Claim 24 wherein the type of computer game is selected from a group consisting of: a road rally game, a police chase game, a location quiz game, a "bot" fighter game, a flight simulator game, a "first-person-shooter" game, an auto theft game, and an urban development simulator game.

26. (Currently Amended) The method of ~~Claim 13~~ Claim 14 further comprising:

using the game engine program to perform specific tasks and operate on an as-needed basis during a game play scenario of the computer game.

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27. (Currently Amended) The method of ~~Claim 13~~ Claim 14 wherein the game engine program comprises at least one selected from a group consisting of: audio engines, logic engines, rules engines, animation engines, graphics engines, and user interface engines.